

FIG. 1

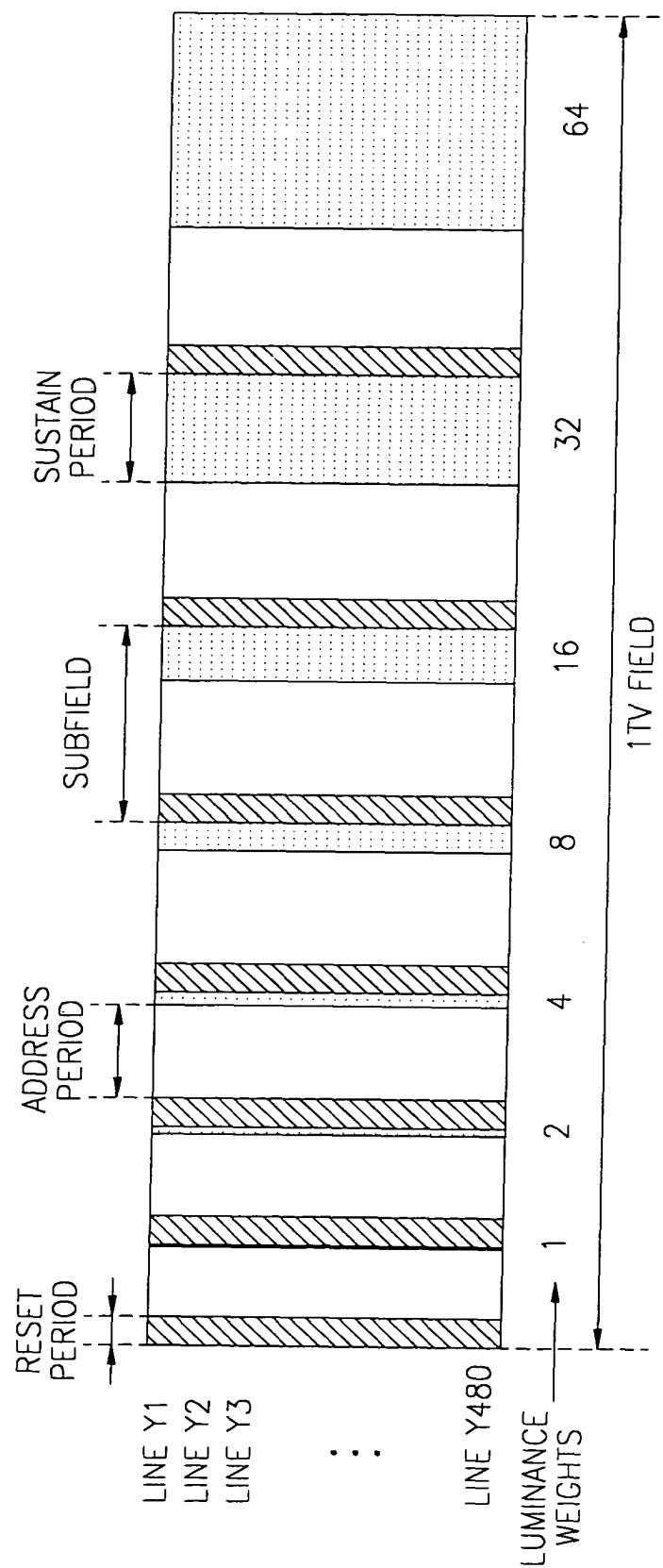


FIG. 2

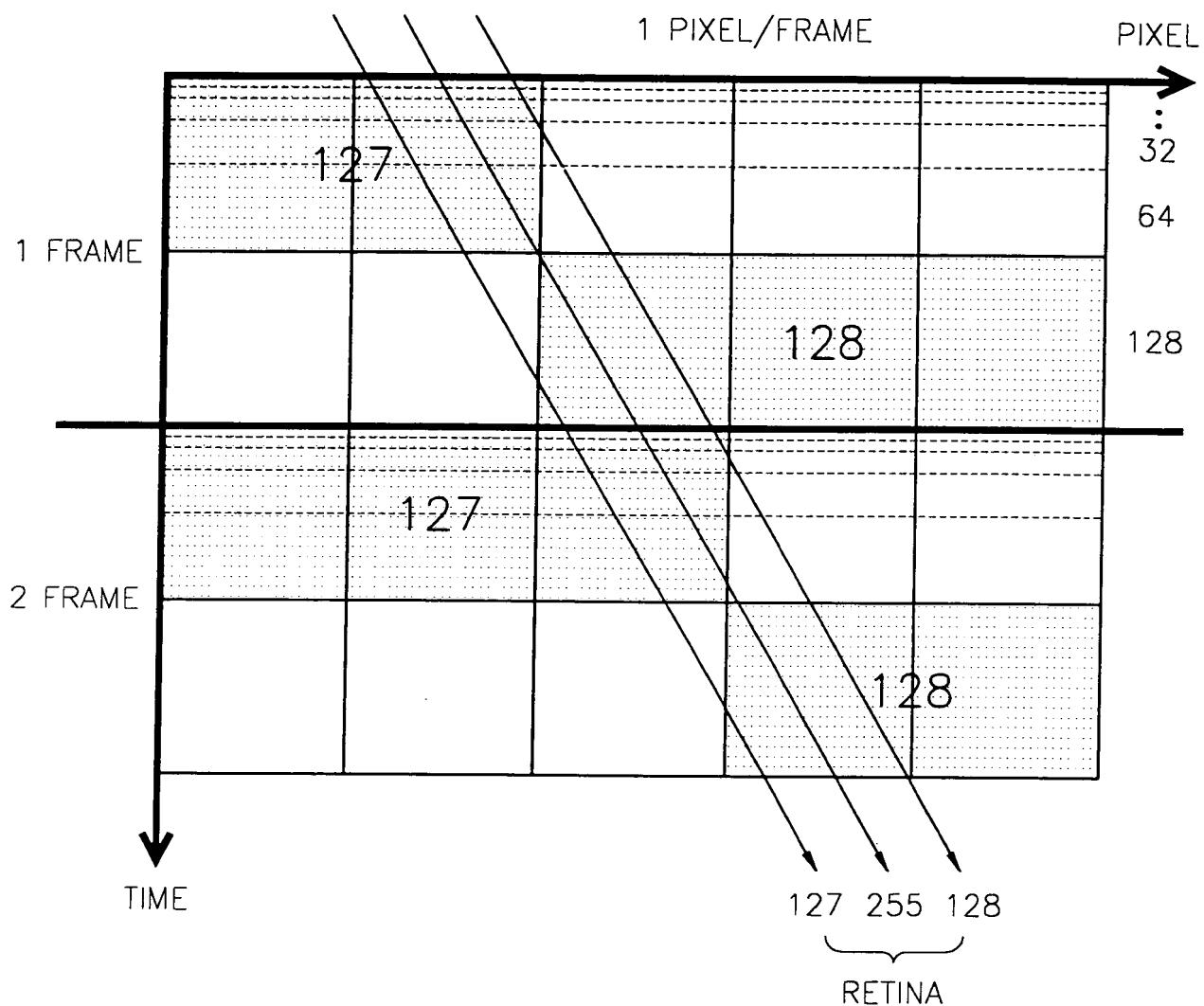


FIG. 3

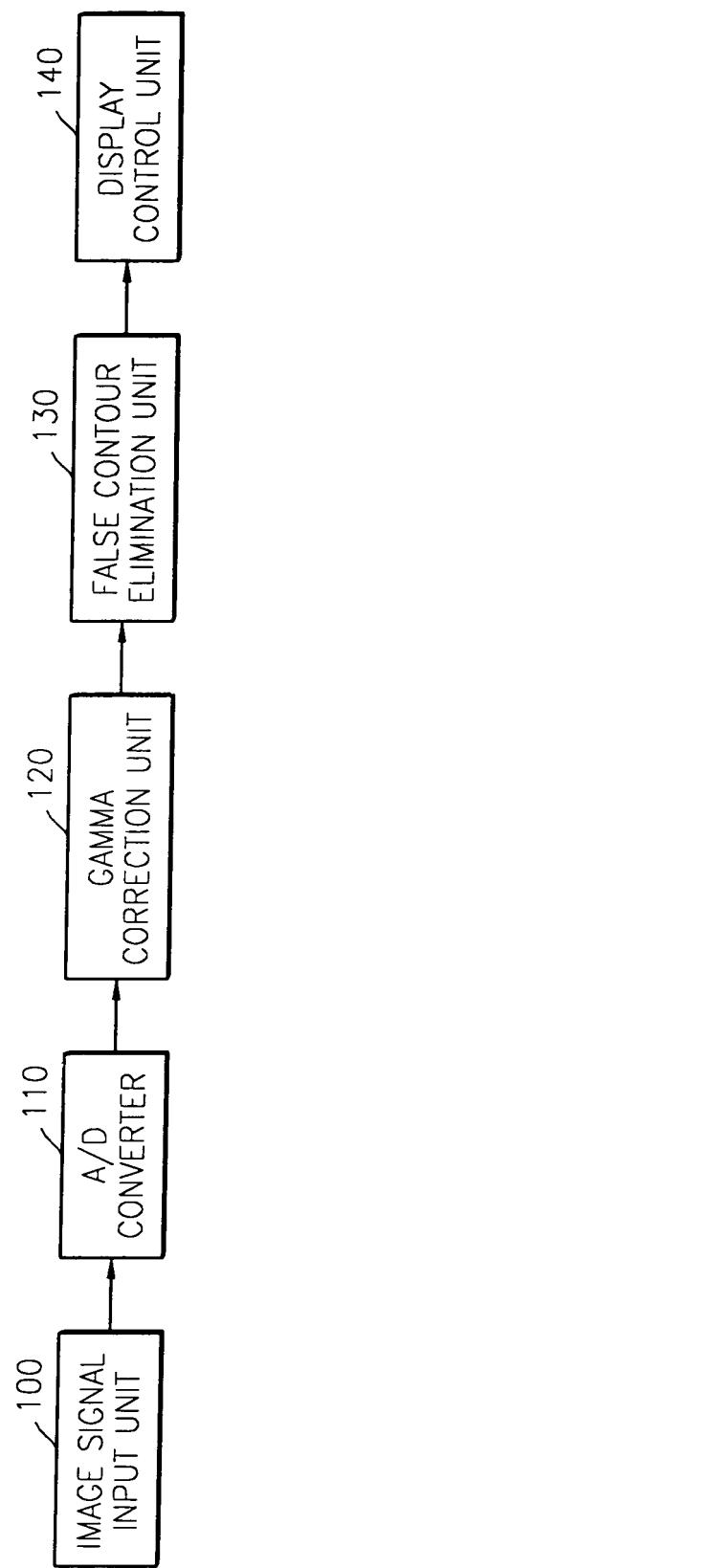


FIG. 4

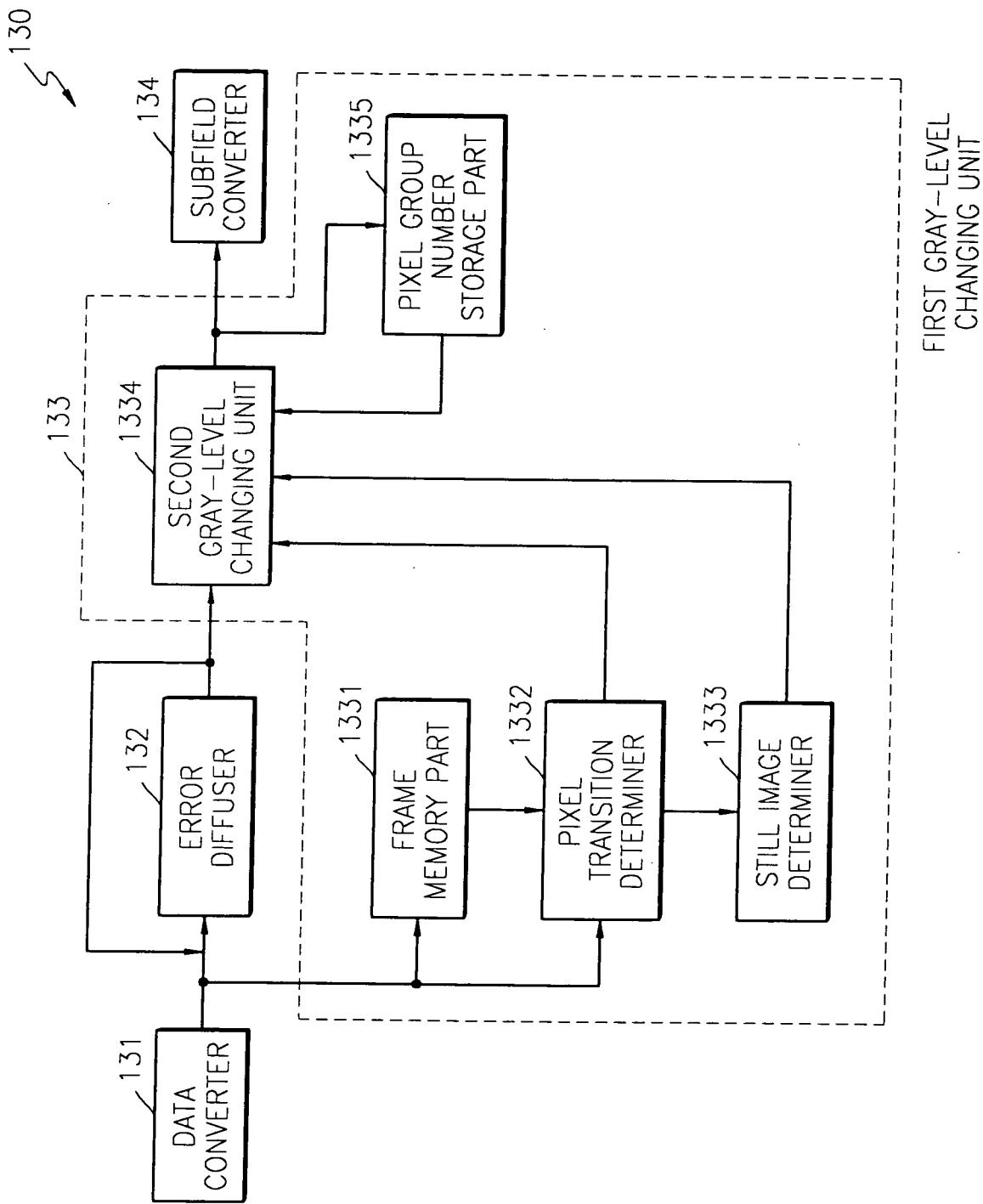


FIG. 5

GRAY LEVEL	PIXEL GROUP NUMBER										
		D0	D1	D2	D3	D4	D5	D6	D7	D8	D9
0~D3×1-1	0	BINNARY	×	×	×	×	×	×	×	×	
D3×1~D3×2-1	1		●	×	×	×	×	×	×	×	
D3×2~D3×3-1	2		×	●	×	×	×	×	×	×	
D3×3~D3×4-1	3		●	●	×	×	×	×	×	×	
D3×4~D3×5-1	4		●	×	●	×	×	×	×	×	
D3×5~D3×6-1	5		×	●	●	×	×	×	×	×	
D3×6~D3×7-1	6		●	●	●	×	×	×	×	×	
D3×7~D3×8-1	7		●	●	●	●	●	●	●	●	
D3×8~D3×9-1	8		●	●	●	●	●	●	●	●	
D3×9~D3×10-1	9		×	●	●	●	●	●	●	●	
D3×10~D3×11-1	10		●	●	●	●	●	●	●	●	
D3×11~D3×12-1	11		●	●	●	●	●	●	●	●	
D3×12~D3×13-1	12		●	●	●	●	●	●	●	●	
D3×13~D3×14-1	13		●	●	●	●	●	●	●	●	
D3×14~D3×15-1	14		×	●	●	●	●	●	●	●	
D3×15~D3×16-1	15		●	●	●	●	●	●	●	●	
D3×16~D3×17-1	16		●	●	●	●	●	●	●	●	
D3×17~D3×18-1	17		●	●	●	●	●	●	●	●	
D3×18~D3×19-1	18		●	●	●	●	●	●	●	●	
D3×19~D3×20-1	19		×	●	●	●	●	●	●	●	
D3×20~D3×21-1	20		●	●	●	●	●	●	●	●	
D3×21~D3×22-1	21		●	●	●	●	●	●	●	●	
D3×22~D3×23-1	22		●	●	●	●	●	●	●	●	
D3×23~D3×24-1	23		●	●	●	●	●	●	●	●	
D3×24~D3×25-1	24		×	●	●	●	●	●	●	●	
D3×25~D3×26-1	25							●		●	

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TITLE: METHOD AND APPARATUS FOR REDUCING FALSE
CONTOUR IN DIGITAL DISPLAY PANEL USING PULSE NUMBER
MODULATION

INVENTOR(S): HO-YOUNG LEE ET AL

ATTORNEY'S DOCKET NO: 030681-556 SHEET 6 of 13

FIG. 6

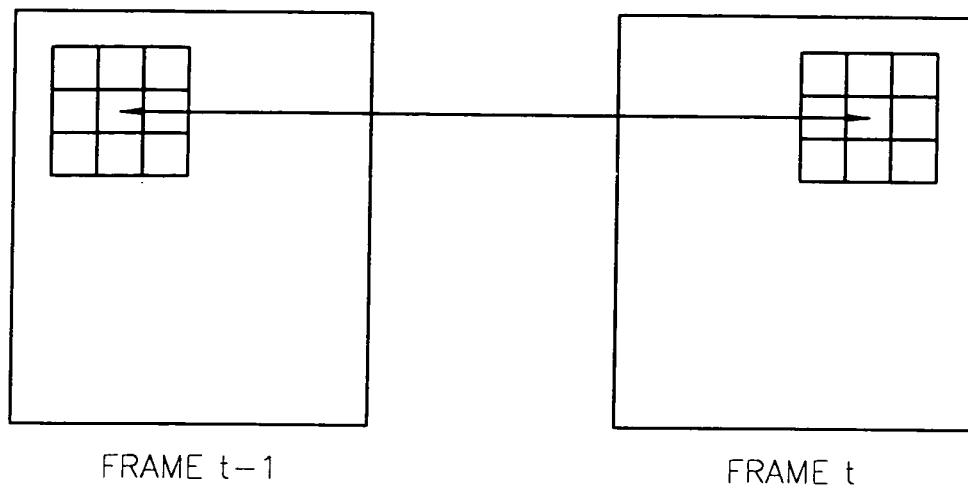


FIG. 7

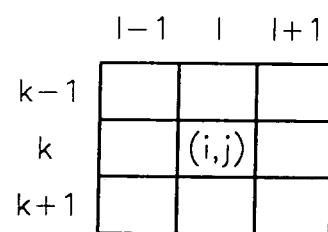


FIG. 8

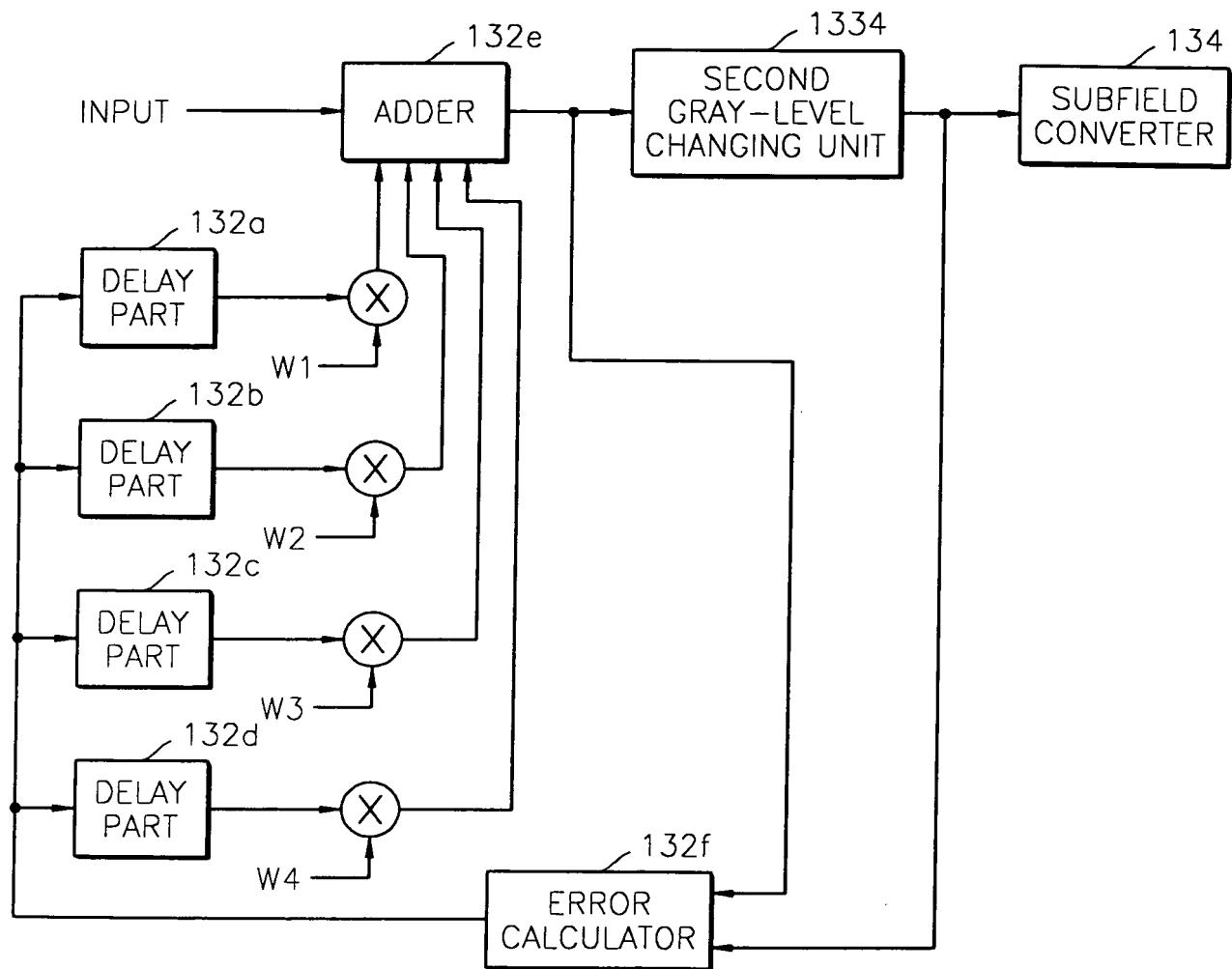


FIG. 9

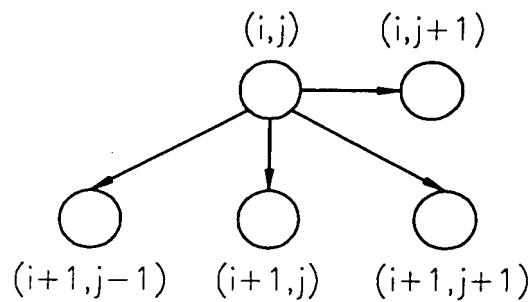


FIG. 10

FIG. 11

PIXEL GROUP NUMBER	D3	D4	D5	D6	D7	D8	D9
0	×	×	×	×	×	×	×
1	●	×	×	×	×	×	×
2	×	●	×	×	×	×	×
3	●	●	×	×	×	×	×
4	●	×	●	×	×	×	×
5	×	●	●	×	×	×	×
6	●	●	●	×	×	×	×
7	●	●	●	×	●	×	×
8	●	×	●	●	●	×	×
9	×	●	●	●	●	×	×
10	●	●	●	●	●	×	×
11	●	●	●	●	●	●	×
12	●	●	●	●	●	●	×
13	●	●	●	●	●	●	●
14	×	●	●	●	●	●	●
15	●	●	●	●	●	●	●
16	●	●	●	●	●	●	●
17	●	●	●	●	●	●	●
18	●	●	●	●	●	●	●
19	●	●	●	●	●	●	●
20	●	●	●	●	●	●	●
21	●	●	●	●	●	●	●
22	●	●	●	●	●	●	●
23	●	●	●	●	●	●	●
24	●	●	●	●	●	●	●
25							

FIG. 12

PIXEL GROUP NUMBER	CONVERSION OF HIGHER WEIGHTED SUBFIELDS	
	FIRST REPRESENTATION	SECOND REPRESENTATION
0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	4,5,6	3,4,5,6,7
6	5,6,7	4,5,6,7,8
7	6,7,8	5,6,7,8,9
8	7,8,9	6,7,8,9,10
9	8,9,10	7,8,9,10,11
10	9,10,11	8,9,10,11,12
11	10,11,12	9,10,11,12,13
12	11,12,13	10,11,12,13,14
13	12,13,14	11,12,13,14,15
14	13,14,15	12,13,14,15,16
15	14,15,16	13,14,15,16,17
16	15,16,17	14,15,16,17,18
17	16,17,18	15,16,17,18,19
18	17,18,19	16,17,18,19,20
19	18,19,20	17,18,19,20,21
20	19,20,21	18,19,20,21,22
21	20,21,22	19,20,21,22,23
22	21,22,23	20,21,22,23,24
23	22,23,24	21,22,23,24,25
24	23,24,25	22,23,24,25
25	24,25	23,24,25

FIG. 13

		SIGN BIT (ONE BIT)	DIFFERENCE DATA (TWO BITS)	
		SIGN BIT	DIFFERENCE DATA	OUTPUT DIFFERENCE DATA
0			00	0
			01	1
			10	2
			11	3
1			00	0
			01	-1
			10	-2
			11	-3

FIG. 14

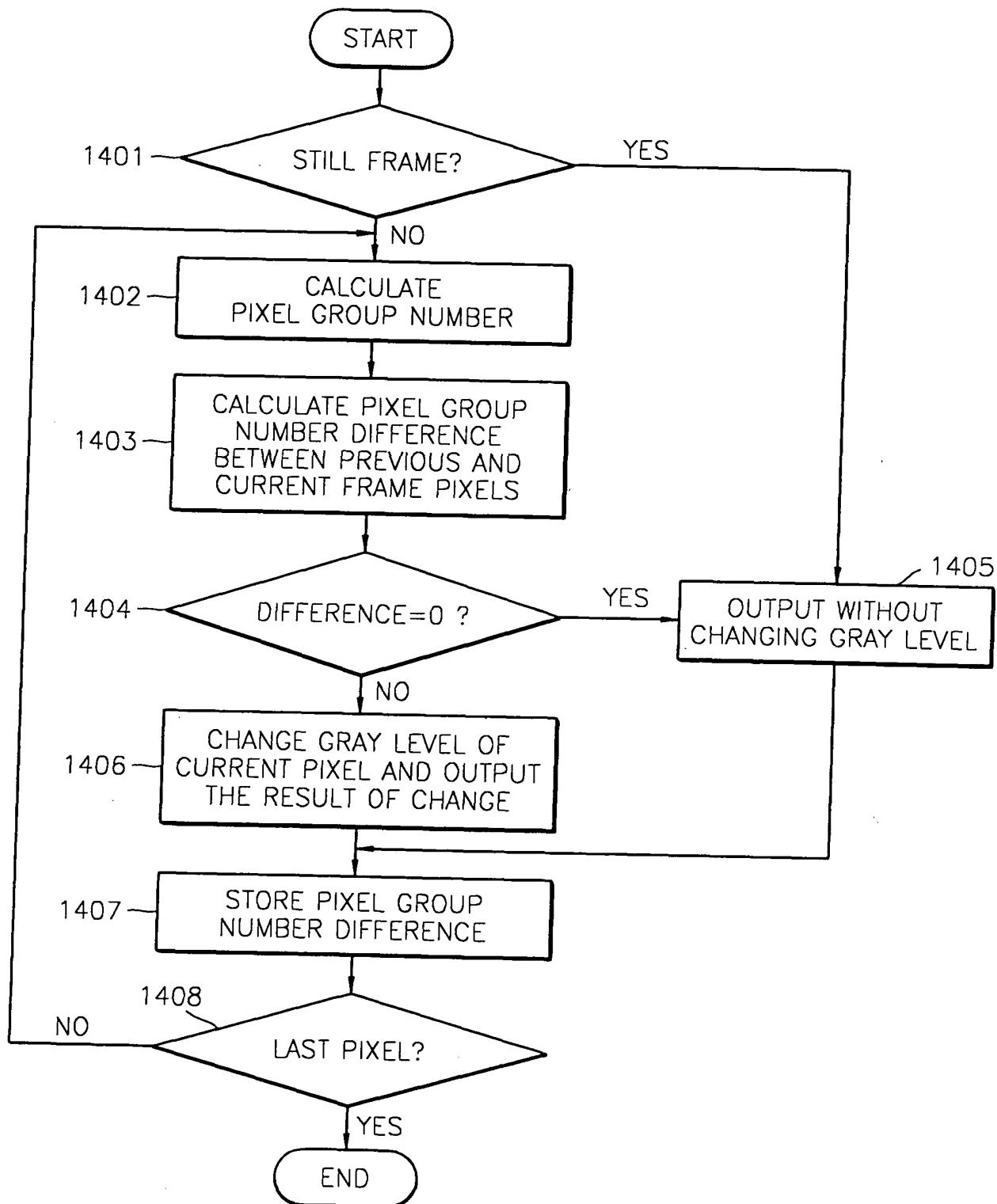


FIG. 15

